

Tournament Rules and Regulations

All teams are guaranteed a minimum of 3+ scheduled games.

Regulation OSSAA rules will be followed with the following exceptions:

14 minute stop clock except for the last 2 minutes of the game if one team has a 20+ point lead.

Clock will stop on all technical fouls, injuries, timeouts. Clock will restart on inbounding.

2 minute halftime and 3 minute pre-game warm-up

2 Free throws will be shot at 10 team fouls each half

1st – 6th grade boys and all girls' divisions will use the 28.5 sized ball. 7th-8th grade boys play with 29.5 sized ball.

3 minute pre-game warm-up and 2 minute half time.

Game time is forfeit time. Forfeit score will record as 15-0.

4 thirty-second timeouts per game. One additional timeout per overtime, timeouts carry over from regulation

Teams should have jerseys with numbers on front and back. No number restrictions exist.

Teams should have an away (dark) and home (light) colored jerseys

All players should be listed on the official book roster. Even absent players should be listed to prevent protests

First Overtime will be 2 minutes. Double overtime will be sudden death

No locker rooms, balls, Ice or medical supplies will be provided by facilities.

Individual awards for 1st and 2nd in each age group.

We must have at least 4 teams to provide a tournament for an age group and would prefer at least 6.

Tournament Director reserves the right to combine grade divisions without notification.

Players may play on only one team within a tournament age/grade division. Player's eligibility could be verified by a current grade card in the event of protest. See tournament director for play protest protocol.

Inappropriate behavior will not be tolerated. A referee may remove players, coaches, or fans from the game or tournament for inappropriate behavior.

Each tournament will provide two coaches passes per team.

Entry fee refunds are not available after the deadline time.